

CITY OF EDINA

4801 50th Street West, Edina, MN 55424-1394

Building Inspections Department

(952) 826-0372 FAX (952) 826-0389 TDD (952) 826-0379 www.cityofedina.com/building

PERMIT NUMBER

HERITAGE LANDMARK
CASE NUMBER

for office use only

Building Permit Application

PRINT OR TYPE APPLICATION

Site Information Address				Suite/Unit number			
Lot Bloo							
Tenant/Building name							
Year structure built							
Work Description Proposed starting date							
☐ 1 New ☐ 2	Addition	3 Alteration	□ 3	Remodel [] 4 Repair	☐ 4 Replace	
☐ Single Family Detached☐ Single Family Attached☐ Residential Garage/Addn☐ Residential Addition/Porcl☐ Residential Deck/Shed☐ Reroof☐ Interior Remodel☐ Basement Finish☐ 2 Family Residential	5 & More F Office/War Restauran Office/Ban Retail Stor Hotel/Mote	Residential rehouse t k/Professional e	Gra Der Der Der Der Der Der Der	creation/Amusemende/Fill/Excavate (molition Single Famolition 2 Family molition 3&4 Family molition 5&More Famolition 5&More Famolition bustrial Building oblic School	Only Church/ mily Hospital Antenna ly Other Noter Marenily Pools City Owl	Religious Bldg /Institutional Bldg /Tower/Dish/Etc. onresidential Bldg ned Landmark District	
Job Description		· · · · · · · · · · · · · · · · · · ·					
Construction Type	Occupancy Classification				Fire Sprinkle	ered □Yes □No	
Project Valuation				Applicant is ☐Owner	☐ Contractor	□Designer	
Contractor Information Company name			C	ontact name			
Address		City	/		State	Zip	
Phone	Cell		EMail		Fax		
Contractors License #			Lead Cert	ification #		_ 🔲	
Designer Information Company name				□Architect	□Engineer	□Designer	
Address		City	/		State	Zip	
Contact person name	MN License/Registration #						
Phone	CellEmail_				Fax		

Owner Information Name									
			Zip						
Phone	Cell	Email	Fax						
Annlicant Signature			· <u> </u>						
	Applicant Signature hereby apply for a permit and attest to the following:								
All information on this application is complete and accurate.									
All work will comply with Edina City Code and Minnesota State Building Code.									
I understand this is an application only, <u>not a permit.</u> Work will not start without an approved permit.									
All work will be done according to plans approved by the City of Edina when approved plans are required.									
Erosion and sediment control, when applicable, will be installed before starting work.									
Existing grades and drainage will not be altered without approved grading/drainage plans and schedule.									
Applicant's signature Date									
Applicant's printed or typed	name								
Owner/Applicant Statement - To be completed only when the homeowner is the permit applicant									
speculation or for resale. I cer months. I also acknowledge been entitled under MS 514.0 I further acknowledge I may be understand some of these cor residential remodeling and res	rtify I have not built or improved any of that, because I do not have a state lice 1. e hiring independent contractors to pentractors may be required to be license	ther residential structure ense, I forfeit any mecha rform certain aspects of ed by the State. I unders nor under Minnesota lav	the improvements on this dwelling, and I stand unlicensed residential contracting, w, and I forfeit my rights to reimbursement from						
Homeowner's signature			Date						
Homeowner's typed or print	ted name								
	ment of Labor and Industry to determi Outstate: 1-800-342-5354 or <u>wwwdli.</u>		nsed or exempt or to check on contractor to <u>License Lookup</u>						
	for office use only		for office use only						
Approvals	for office use offig	Fees	for office use offing						
Building Inspections Dept		Permit fee Y	es						
By	Date	Plan review fee	□Yes □No						
Engineering Dept	Dete	State surcharge	□Yes □No						
By		_	se fee Yes No						
Planning Dept/Heritage Pre By/		Investigation fee							
Health Dept		_							
Пеант Берг Ву	Date								
Fire Dept			ent Yes No						
Ву	Date		ent _Yes _No						
Assessing Dept		Sewer REC	Yes No# of units						
Ву	Date	Water REC '	Yes No# of units						
			TOTAL						